

WHAT IS CLAIMED IS:

- 1 1. A method comprising:
 - 2 determining that a player at a gaming device would like to communicate
 - 3 with another;
 - 4 determining an individual who will communicate with the player; and
 - 5 enabling communication between the player and the individual.

- 1 2. A method comprising:
 - 2 monitoring gaming activities of a player at a gaming device;
 - 3 determining, based on the gaming activities, whether to initiate
 - 4 communication between the player and an individual;
 - 5 enabling communication between the player and the individual.

- 1 3. The method of claim 2, further comprising:
 - 2 determining a prompt based on the gaming activities.

- 1 4. The method of claim 3, further comprising:
 - 2 outputting the prompt to the individual.

- 1 5. The method of claim 3, n which the prompt comprises:
 - 2 an offer for at least one of a product or service.

- 1 6. The method of claim 2, further comprising:
 - 2 enabling the individual to provide a service to the player.

- 1 7. The method of claim 2, further comprising:
 - 2 altering the state of the gaming device based on an input received form the
 - 3 individual.

1 8. An apparatus, comprising:
2 a processor, and
3 a memory in communication with the processor, in which the memory
4 stores a program that is operable to direct the processor to perform the method of
5 claim 2.

1 9. A computer readable medium, which stores a program that is operable to
2 direct a processor to perform the method of claim 2.